

## Michael Cabranes

Miami, Florida, US | +1 (305)-803-6687 | [michael201103@gmail.com](mailto:michael201103@gmail.com)

[Portfolio](#) | [LinkedIn](#) | [GitHub](#)

### EXPERIENCE

#### Programming Co-Lead | INIT Build Game Development Team

Sep 2023 – Nov 2023

- Collaborated with a team of four to develop a tower defense game over 8 weeks using Unity and C#.
- As a lead programmer, coordinated development priorities and to reach a MVP within the 8-week deadline.
- Wore multiple hats due to the small team size, handling game design and production.
- Key contributions include foundational scripts for unit behaviors and types, designing five different level layouts. designing a unit placement system, implementing a save/load system with multiple save slots, balanced each unit's damage values and abilities.
- Assisted less experienced team members with any issues they had using Unity and guided them so they could complete their features on time.

[Portfolio](#) | [Project Link](#) | [Download Link](#)

### PROJECTS

#### Ransacker | Unity

July 2023 - Present

- Designed core mechanics and systems as well as how to implement them using Unity features such as ScriptableObjects.
- Created systems with ease of use in mind allowing non-programmers to modify system values within Unity's inspector.
- Coordinated with a game artist to start creating concept pieces for environments, enemies, and equipment.
- Utilized Unity Version Control to keep track of completed features and to provide a way to roll back to previous versions in case any errors occurred while developing.

[Portfolio](#) | [Project](#) | [Play Here](#)

### SKILLS

**Programming Languages:** C#, Java (Proficient), C++, C, and Lua (Familiar)

**Tools:** Unity, Unreal Engine, GitHub, Unity VC/Plastic SCM, Visual Studio, IntelliJ, and Microsoft Office suite.

### EDUCATION

#### Bachelor's in Computer Science | Florida International University | Miami, FL

Apr 2024

#### Relevant Coursework:

COP 3530: Data Structures, COP 4534: Algorithm Techniques, CEN 4010: Software Engineering I,  
CAP 4104: Human-Computer Interaction, STA 2023: Statistics for Business and Economics,  
CAP 4830: Fundamentals of Modeling & Simulations, COP 3102: Computer Architecture,  
COP 4555: Principles of Programming Languages, MAD 2104: Discrete Math